



KING'S QUEST IV

SIERRA®



BY KENNETH WILLIAMS

IN GENERAL

If your character is standing beside a tree when you save a game, title your saved game "BESIDE.TREE" or whatever has meaning to you.

Saved game titles will be listed in the dialog box in alphabetical order. If you wish to store your games chronologically name them "A.NAME, AA.NAME, B.NAME, BB.NAME," etc. to "Z.NAME, ZZ.NAME." After saving 48 games start a new directory and begin again.

You may continue to save games until you are prompted that the disk or directory is full. Each directory will store up to 51 games.

To create a new directory (folder) access the disk you are using to save games. Type in the name of your new directory but *do not* press RETURN. Click the mouse on "New Folder." To open this new directory click the mouse on "Open."

RESTORING A GAME

Select Restore Game from the file menu, type "restore game" and press RETURN or press (shift) 7 to restore a previously saved game. When the dialog box appears, all the titles of games you have saved on the disk will be shown. If you have one drive and are using a "saved game" disk, click the DISK button. If you have two drives and are using a "saved game" disk, insert it into your other drive and click the DISK button on the dialog box until the desired disk is shown. To select the game you wish to restore, scroll through the list of saved game titles and double click the mouse button on the game you wish to restore.

Games are stored alphabetically. Pressing the first letter of a saved game title will highlight the first game beginning with that letter.

WHEN YOU ARE DONE

When you want to quit playing the game select quit from the pull-down menu, press ALT-Z or type "quit" and press RETURN.



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3-D ANIMATED ADVENTURE GAME REFERENCE CARD FOR APPLE IIGS

Sierra's 3-D Animated Adventure Games represent a totally new approach to computer gaming -- a third generation in computer adventure. They feature colorful hi-res graphics, with animated characters moving through three-dimensional background screens. The improved parser lets you talk to the computer in whole sentences, and the mouse or an optional joystick can be used to help control your on-screen character.

Sierra's new series of adventure games are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game, and the experience is both intriguing and enjoyable. It's the most fun you can have playing an adventure game!

GETTING STARTED: FLOPPY DRIVE(S)

If you will be playing from floppy disks (not hard disk), before starting to play you may wish to format a "saved game" disk. If you use this disk, you will not have to write saved game information to your original program disk and will be able to write-protect your original program disks.

To format a blank disk, see the instruction manual that came with your Apple IIGS computer.

LOADING INSTRUCTIONS (from floppy disk)

1. With the computer off, insert program disk 1 (label side up) into the disk drive.
2. Turn on the computer. The program will boot automatically.

GETTING STARTED: HARD DISK

INSTALLATION

1. Turn on your computer and allow ProDOS to load.
2. Insert program disk 1 into the disk drive and close the door.
3. Use the desktop or utilities to copy the files on the disk to the hard disk. Repeat for each program disk.

LOADING

1. Turn on your computer and allow ProDOS to load.
2. Boot your adventure game from the desktop.
3. Before play can begin, you will be prompted to insert your program disk 1 into the drive to verify you are an authorized user. All other information from the game will be loaded off of your hard disk.



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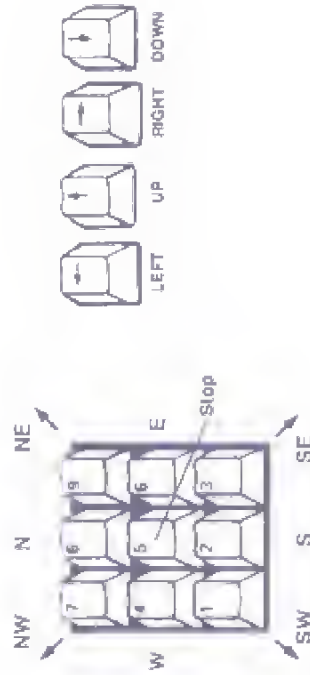
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AA-D-008

COMMANDS FOR YOUR HERO

There are several ways to move your character around the screen. Using the mouse, start movement by clicking the mouse button. The character will move to the point where the mouse cursor was when you clicked and stop there (unless there is an obstruction in its path).

You may also manipulate your character with the joystick. If you have not used the joystick in the game, press CTRL-J to activate it. You may also use the number pad and direction keys (see the diagrams below).



Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the RETURN key.

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GNOME (RET)

You may need objects you see along the way. Type:

GET THE KEY (RET)

Pay attention to details. To see an object closely, type:

LOOK AT THE KEY (RET)

Use objects along the way. Type:

INSERT THE KEY IN THE LOCK

GAME CONTROLS AND OPTIONS

You may exercise various options by using the pull-down menus either with the mouse or function keys. Use the mouse to access the pull-down menus by moving the cursor to the top of the screen and pressing the mouse button.

Options on the menus can also be accessed through these function keys:

- (Shift) 1 Help: Shows list of function keys (including some that may be specific to your game and not mentioned here)
- (Shift) 2 Toggle sound on/off (access the IIGS control panel to adjust volume).
- (Shift) 3 Echo (repeat) previous command
- (Shift) 5 Save game
- (Shift) 7 Restore game
- (Shift) 9 Restart game
- CTRL-C Cancel typed input
- CTRL-J Activate joystick
- ALT-Z Quit game
- TAB List inventory (what your character is holding)

SAVING AND RESTORING THE GAME

To allow for errors in judgment, and also for some creative exploration, we make it possible for you to save and restore your game at almost any point. Before you try something that looks dangerous, or just because you have been playing awhile and you don't want to risk losing the progress you've made, SAVE YOUR GAME!

You should save your game on a formatted save game disk, not on your program disk.

At almost anytime during a game you may select Save Game from the pull-down menu, type "save game" and RETURN or press (shift) 5 to save your game. At the dialog box, follow the directions below to save your game.

SINGLE DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, eject the program disk by pushing the eject button on the disk drive and insert your "saved game" disk into the drive. Click the DISK button on the dialog box. Type the name you wish to title your saved game and click the SAVE button on the dialog box. You will be prompted to return your original program disk when the save is complete.

TWO DISK DRIVE USERS

If you are saving your game to the game disk, type the name you wish to title your saved game and press RETURN. If you are using a "saved game" disk, place it in the other drive and click the DISK button on the dialog box until the desired disk name is shown. Type the name you wish to title your saved game and click the SAVE button on the dialog box.

KING'S QUEST® IV

THE PERILS OF ROSELLA

Written and designed by
Roberta Williams

Music composed and performed by
William Goldstein

Executive Producer
Ken Williams

Game Development System

Jeff Stephenson
Robert Heitman
Pablo Ghentis
Chris Iden
Paul Krasno

Music Development System
Stuart Goldstein

Programming

Ken Koch
John Hamilton
Chane Fullmer
Chris Hoyt
Teresa Baker

Animation and Background Scenes

Carolyn Hawksdenir
William Skirvin
Jerry Moore

Documentation

Jerry Albright

NOTE

Because King's Quest IV is not copy-protected it may be installed on a Hard Disk or in a directory of a Hard Disk. Immediately after booting King's Quest IV you will be asked to enter a word from the documentation you are currently reading. After typing in the correct word King's Quest IV will finish loading.

This is the legend of King's Quest...



Once, in a kingdom called Daventry, there lived a King named Edward. Daventry was a very old kingdom, and it had its share of kings, both good and bad, over the thousands of years. King Edward was a very good King, but he was also very old, and without children. Disorder ruled the land since the loss of the Three Great Treasures. King Edward feared that disorder might degenerate further once he died. Besides, he knew (as well did his people) that without an heir to the throne the kingdom would be in dire straits indeed. Thus, King Edward sent for his favorite knight, Sir Graham.



You are the bravest and most trustworthy of my knights, quick of wit and stout of heart. I have chosen you to succeed me as king, but first you must prove yourself worthy of my crown. Far beyond the walls of this castle lie shrouded the Three Great Treasures of Daventry, stolen years ago by stealth and sorcery. This kingdom will not be restored to its former glory and prosperity until these great treasures are returned to their rightful hearth. Succeed in this, my request, and the crown shall become yours upon my death. Fail, and our once beautiful kingdom will fall to the hands of evil forces who will use the powerful magic of the Three Great Treasures against us.

"May you return victorious, Sir Graham!"

Thus Sir Graham ventured where most humankind dared not tread, and returned home victorious with the cherished Treasures of Daventry, as is chronicled in the tale *Quest for the Crown*.



Now Graham ruled over the land, with the aid of the Magic Mirror and the other Great Treasures of Daventry. The people of Daventry prospered greatly under the reign of the kindly monarch. But peace and prosperity can become quite dull for valiant Kings. Not more than a week after the third anniversary of his appointment to the throne (on the eve of King Edward's death) did King Graham begin to feel the pangs of loneliness.

Fate would have it that Graham was standing next to the Magic Mirror as he pondered his plight. As he glanced toward the Mirror, he noticed that the glass had grown inexplicably cloudy.

As the mist cleared, Graham beheld the Image of the most beautiful maiden he had ever seen. She stood glancing from a window, motionless except for a stray breeze that stirred her hair. A tear fell from one eye, and sparkled on her cheek like a diamond on velvet.



See! How the tears run down her face. Oh, that I were the glove upon the hand that could brush away such sorrow!" exclaimed Graham.

The King's heart was suddenly intoxicated with longing for this maiden--indeed this was the woman who must be his Queen.

"Oh Mirror wise," said Graham, "I have vowed to make this maiden my bride. Where may I find her?"

The Mirror clouded once more, and a voice spoke forth. "This is the maiden Valanice. She is from the kingdom of Kolyma, and is known for her goodness no less than her beauty. The jealous crone Hagatha whisked Valanice away to an enchanted land, and imprisoned her in a quartz tower guarded by a ferocious beast. To rescue Valanice, you must travel to the kingdom of Kolyma, where you may search for the keys which unlock the three doors to the enchanted land..."

As the tale is told, King Graham did indeed find the three magic keys, and faced the battles that led to the safe rescue of the beautiful maiden Valanice. The full account of King Graham's search for his bride is chronicled in the tale *Romancing the Throne*.

King Graham married the beautiful girl he had rescued, and two years later the young Queen Valance gave birth to twins, a boy and a girl. Alexander bore a striking resemblance to his father, and likewise Rosella to her mother. The family lived a very happy and peaceful life...at least for awhile.

But from deep within the forests came rumblings of a terrible beast who was ravaging a bloody trail towards the land of Daventry. Sightings of dragons had been rare in these tranquil times, and never before in the kingdom of Daventry had one witnessed such a beast as the terrible three-headed dragon. As the years crept by the notoriety of the beast grew as great as the destruction it wrought. Soon the whole population of Daventry tremored with the news of the dragon's approach, and each homestead dwelt in terror.

Meanwhile, in a land far away, lived the malevolent wizard Manannan. Manannan kept a watchful eye upon the kingdoms of the world. With a sardonic grin he watched as the three-headed dragon rampaged its way towards Daventry. Manannan's hatred of mankind had intensified with his great age, and his coal-black eyes burned a strange reflection upon the glass of the crystal as he mirthfully watched another human swallowed whole by the vicious beast.

Preferring his solitude, the powerful Manannan was only allowed to be observed by one servant-boy, who maintained his house and performed all of his menial chores. Of course, Manannan could have conjured up spirits to do his dirty work, but he much preferred to see the toil and strain of a young mortal suffering under his thrall.

Most would call it depravity, but it was fear that fueled the flames of Manannan's hatred of humanity, a fear instilled by a vision from his prophetic crystal ball. For within its walls of quartz had Manannan seen his own hideous destruction at the hands of a conquering hero.

Time has wrought many changes, and with it much sorrow. The kingdom of Daventry was ravaged by the deplorable dragon, and the young Princess Rosella was abducted. The entire kingdom was overcome by the brutal onslaught of the beast, and though forewarned, found themselves helpless to defend against its supernatural strength. Much weeping and wailing was heard throughout the land. Even with its power of prophecy, the Magic Mirror could provide no answers, not even a clue, for some bearer of black magic had cast a cloud of darkness upon its face...

And the wizard watched with eyes of venom...!

The entire tale of Rosella's rescue, the wizard's downfall, and the restoration of the royal family are chronicled in the saga *To Her is Human*.

According to legend, shortly after Rosella's rescue King Graham decided it was time to pass on his adventurer's cap. Gathering in his wife and two children, the King offered a grateful smile upwards, for each member of his family had given him great pride. Gazing down at his children, he couldn't help but see the glint of spirited valor in their eyes. Knowing the future of his kingdom would rest soundly in the hands of its future heir, he slowly lifted his hands to display the infamous adventurer's cap.

And now the commencement of the noblest adventure of all...

AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is Princess Rosella, daughter of the dying King Graham.

Each 3-D Animated Adventure Game has a main goal, and yours in King's Quest IV is to find the magic talisman (to save Genesta, the good fairy) and the charmed fruit (to save your father), both hidden in a strange country. You will need to move swiftly and use your ingenuity, for you have but one day to complete your quest. Fail, and your loved ones will die, and you will be stranded in a strange land for the rest of your life.

TIPS FOR NEW ADVENTURE PLAYERS

Note: If you have played an Animated Adventure before, this section can be skipped.

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included on the reference card enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. STAY OUT OF DANGER

Due to the dangerous nature of this adventure game, you will want to save your game often. Type **SAVE GAME** after you have made important progress. Type **SAVE GAME** when you encounter a potentially dangerous situation.

If you do encounter danger, and your character suffers an unfortunate accident (such as death), you can type **RESTORE GAME** to return to the place you were at when you last saved your game. Careful use of this function has saved many gallant knights from returning to lowly peasant status.

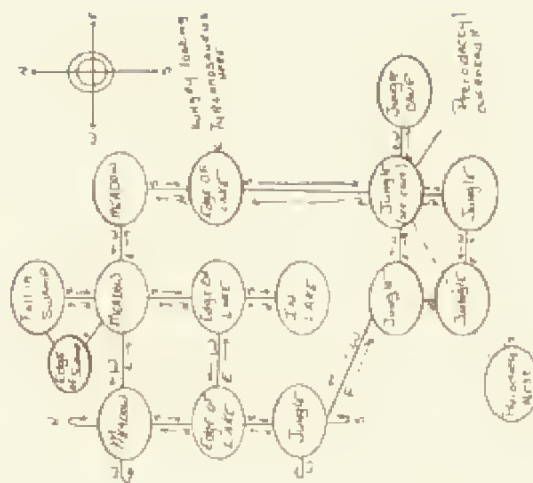
3. BE OBSERVANT

Look at and examine everything you can. When you enter a new location type LOOK AROUND. When you open a box type OPEN THE BOX. If you want to see the contents of the box type LOOK IN THE BOX. When you want to talk to a fisherman type TALK TO THE FISHERMAN. The descriptions and close-ups offered may provide valuable clues.

4. MAP YOUR PROGRESS

Draw a map that includes each place you visit, objects found, dangerous areas, and every landmark you see along the way. Try not to miss any area, or you may miss an important clue or item necessary to the completion of your quest. Also, don't think that because you've been somewhere once, it will be the same the next time. The people of Tamir (and other places you might visit) can move around as well as you (some even better).

Here's an example of a map you might draw:



5. BRING ALONG SOME HELP

The land of Tamir can be terrifying at night. You may find it helpful to play along with a friend. Different people come up with different ways to interpret clues, and besides, most adventurers work in teams.

6. ARM YOURSELF WITH THE PROPER VERBS

King's Quest IV understands a wide variety of verbs such as:

Bait	Dismount	Hit	Pry	Stand
Blow	Dive	Hug	Pull	Start
Bounce	Dock	Jump	Push	Steal
Break	Drink	Kill	Put	Sweep
Bridle	Drop	Kiss	Raise	Swim
Calm	Eat	Knock	Read	Swing
Call	Enter	Lay	Remove	Take
Cast	Exit	Lead	Ride	Talk
Catch	Feed	Leave	Rock	Tempt
Clean	Find	Lie	Say	Throw
Climb	Fish	Lift	Save	Tickle
Close	Flip	Light	Shake	Turn
Command	Follow	Lock	Shine	Undress
Cross	Force	Look	Shoot	Unlock
Cure	Free	Make	Shout	Unite
Cut	Frighten	Move	Sing	Use
Dance	Give	Open	Sit	Wade
Detach	Go	Pel	Sleep	Wake
Dig	Help	Play	Smell	Wave
Dim	Hide	Polish	Speak	Wear

7. LEAVE NO STONE UNTURNED

There's much more to a 3-D Animated Adventure Game than meets the eye. Try any action you can think of—even the forbidden. No one ever served a stretch of time on the rack from playing computer games. If you do run into serious trouble, you can always resort back to your RESTORE GAME function.

8. AT THE END OF YOUR ROPE?

If you've tried every possible trick in the book and still can't get anywhere, don't panic. Even the most stalwart of adventures have been caught in the midst of a confusion spell.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventures. You can order the hint book for this game by using the order form in the package. Hints can also be received by calling the Sierra Support Line at (209) 683-6858 by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

YOUR ADVENTURE BEGINS... AN INTRODUCTORY WALK-THRU TO KING'S QUEST IV

Press Return to bypass the title screen. Press Return again to bypass the credits screen.

The adventure starts with an introductory cartoon. You should watch the cartoon at least once, as it provides valuable information you need in completing your quest. To bypass the introductory cartoon, press Return.

You start out on the west shore of the beach. There are many objects you can LOOK at.

Type:

LOOK AROUND (After each typed-in command, you will receive a response. Press Return when you are ready to proceed with another command or action.)

A river, coming from the east, spills into the blue ocean before you. A lonely beach edges the ocean. From atop the bluff, a lovely meadow stretches eastward.

Type:

LOOK AT THE SKY

The bright blue sky seems to merge as one with the vast ocean before you.

LOOK AT THE ROCKS

There are not many rocks here.

LOOK AT THE BIRD

You see many seagulls gliding through the air in their never-ending quest for food.

LOOK AT THE WATER

The wide blue ocean disappears into the horizon to the west.

LOOK AT THE CLOUDS

Billowy clouds float serenely in the blue sky.

LOOK AT THE SAND

The blue water of the ocean washes serenely over this pretty sand beach.

LOOK AT THE FLOWERS

Beautiful wildflowers adorn the green meadowland to the east.

LOOK AT THE RIVER

The cold water of the river contrasts sharply with the warmer ocean water as the two converge.

Walk into the ocean. When you get in waist deep, you will begin to swim. Practice swimming around.

Type:

DRINK SOME WATER

You taste the ocean water. YUCK! This water's too salty!

Swim back to the beach. Walk to the south. The screen will change. You are now on a new stretch of beach. Walk south. The screen will change again. You have discovered the old fisherman's shanty.

Type:

LOOK AROUND

A poor fisherman's shanty adorns this part of the coastline. A pier stretches, from the house, out into the ocean to the west. You see a pretty meadowland off to the east.

LOOK AT THE HOUSE

The fisherman's shack looks badly in need of repair, as the sun, wind, and salt spray have taken their toll. From the house, an old pier leads out into the ocean.

LOOK AT THE PIER

The old worn pier juts out into the ocean from the weather-beaten house.

Walk onto the pier and head west. The screen will change. You see an old fisherman fishing off the pier. As you approach, the fisherman gets up, and walks off the screen to the east. Follow the fisherman east. The screen will change. Walk up to the door.

Type:

OPEN DOOR

The door opens and you enter. The screen will change. You are inside the fisherman's shanty. Walk up to the man.

Type:

TALK TO THE FISHERMAN

You talk to the grizzled fisherman as he sits at the table. Sighing, he tells you, "Them fish ain't been bitin' lately. If things don't git better soon, I don't know WHAT to do!"

Type:

TALK TO THE FISHERMAN

In reply, the old fisherman comments, "Me and the wife ain't gettin' any younger, and times is tough. If you've got any ideas, girlie, let me know."

Again type:

TALK TO THE FISHERMAN

The fisherman chooses to ignore your attempted conversation. Instead, he looks dismally into his coffee cup and sighs heavily.

While you're here, take a look around.

Type:

LOOK AROUND

The inside of the fisherman's shack looks almost as shabby as the outside. You notice the fisherman's pole in the corner.

LOOK AT THE TABLE

It looks like an old worn table.

LOOK AT THE BED

The lumpy bed looks old and uninviting.

LOOK AT THE FISH

You see a large fish hanging on the wall.

LOOK AT THE STOVE

At least the stove keeps it warm in here.

LOOK AT THE COFFEE POT

The smell of hot coffee fills the room.

DRINK SOME COFFEE

You don't like coffee.

TALK TO THE WOMAN

You introduce yourself to the old fisherman's wife. With little patience, she responds, "What're you doin' here, young lady?! Can't you see I'm busy?! We have enough problems without worryin' 'bout you!"

TALK TO THE WOMAN

You try to talk pleasantly to the tired-looking woman, but your words fall on deaf ears. She is obviously annoyed by your presence.

The old woman is annoyed by your constant chattering. It might suit you well to leave her alone.

You are now ready to leave this house and continue on your adventure.

May fortune be with you along the way!

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